Introduction to The Make It Real Game

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THE REAL GAME SERIES: OVERVIEW

- Developed in Canada
- Series of six career and life education programs
- Each program has been piloted and adapted for Australia
- Coordinated by the Department of Education, Employment and Workplace Relations (Federal) www.realgame.gov.au
- Managed in NSW by the Vocational Education in Schools Directorate, NSW DET

THE REAL GAME SERIES: PROGRAMS

Play Real	Yrs 3&4
Make It Real	Yrs 5&6
Real Game	Yrs 7&8
Be Real Game	Yrs 9&10
Get Real Game	Yrs 11&12
Real Times/Life	Adults

THE REAL GAME SERIES: TRAINING

- National agreement – **training should occur before delivery**
- In NSW – Regional Master Trainers have been identified for schools to access timely training
- Training and implementation information can be found at:

  https://detwww.det.nsw.edu.au/directorates/vet_schools/school-to-Work/vocational-and-Enterprise-Learning/realGame.html

THE REAL GAME SERIES: ORDERING

- Follow the ‘ordering’ links on Australian Real Game website www.realgame.gov.au
- Print order form and fax to McMillan Print
- Payment must be provided before materials are sent
- Initial cost – approx $400 - $500 (ongoing cost is much less eg Student Kits)
- Site licence – allows for unlimited delivery

NSW CONTEXT FOR THE REAL GAME SERIES

THE REAL GAME SERIES: NSW CURRICULUM

The Real Game Series is designed to work across the curriculum, particularly addressing NSW syllabus outcomes from Stage 2 to Stage 6 of the following curriculum areas:

- HSIE
- ENGLISH
- MATHS
- PDHPE

THE REAL GAME SERIES: QUALITY TEACHING

The Real Game Series improves student outcomes by supporting the following elements of the NSW Quality Teaching Model:

- **Intellectual quality** – problematic knowledge, higher-order thinking, metalanguage and substantive communication
- **Quality learning environment** – engagement, high expectations, social support and student direction
- **Significance** – background knowledge, inclusivity, connectedness and narrative

DID YOU KNOW?

- 5 year olds can talk about the job they want when they grow up?
- 6 - 8 year olds have already begun to narrow down the number of occupations they are prepared to consider in the future?
- Students from preschool through to Year 12 have the capacity to understand career development?

(Miles Morgan Australia 2003 Australian Blueprint for Career Development: Draft prototype)

The Real Game Series programs help nurture exploration of career concepts through role play.

THE REAL GAME SERIES: NSW SCHOOL TO WORK PROGRAM

The Real Game Series addresses key priorities of the NSW School to Work Program by:

- Supporting students to develop confidence in self-managing their career and transition planning
- Assisting students to process information about work, education and training options
- Supporting teachers to make explicit links to vocational learning across a range of curriculum areas

SCHOOL TO WORK: 2006-2010 LOOKING FORWARD

A Developmental Model

This will be a sequential program which will develop student's self-awareness through strong career foundations leading to independent management of their career development in the post-school years. By exploring realistic career perceptions and strengthening the ability of students to action career decisions and develop self-managing skills, the program will give students a far greater level of connection to the working world.

SCHOOL TO WORK: 2006-2010 LOOKING FORWARD

A Developmental Model

building career foundations

Exploring the world of work through structured activity and play.
(Early Years)

developing career perceptions

Experiencing and researching work and career perceptions through diverse learning opportunities.
(Middle Years)

actioning career decisions

Developing informed career and transition plans and taking purposeful action towards
a successful transition.
(15-19 Year Olds)

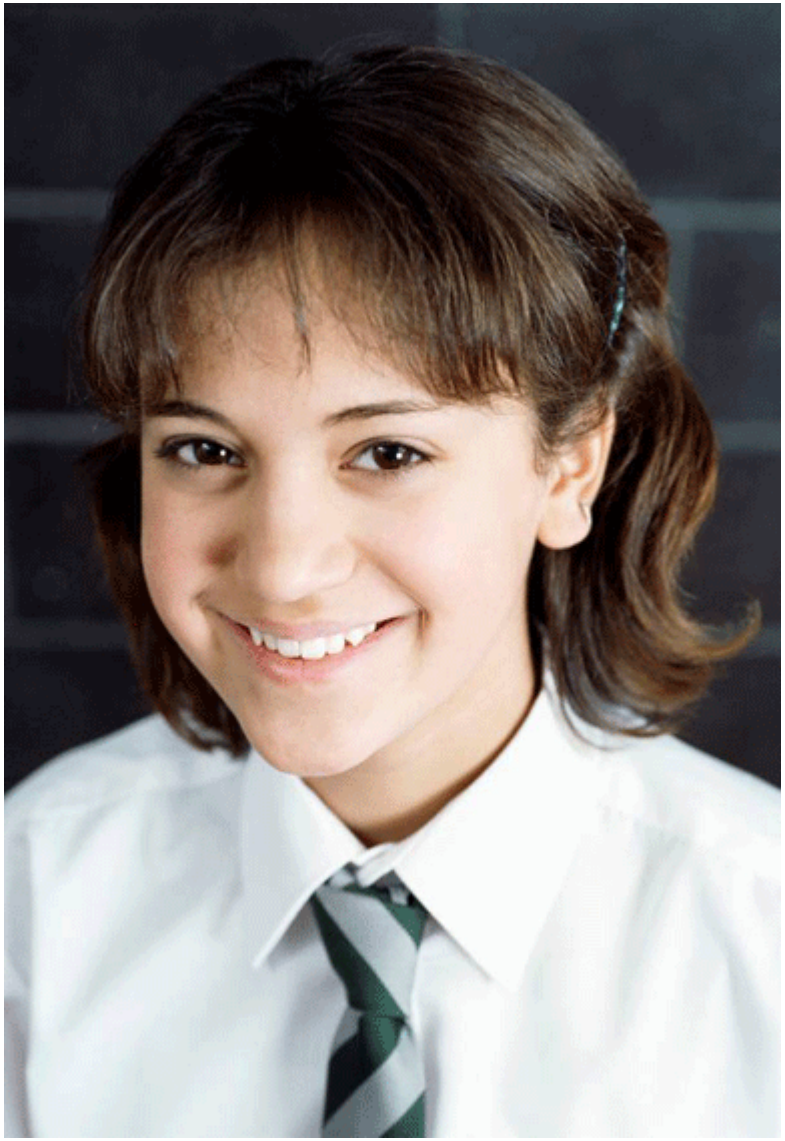
Successful career transition

Transition to employment and/or further education and training, working towards on-going career self-management.
(Post-school)

the make it Real game

THE MAKE IT REAL GAME: YRS 5/6

- Features: role-playing, written exercises, structured game activities, student choice, group work
- Themes: qualifications, leisure, consensus, leadership, community, global economy, companies, good corporate citizens
- Delivery time: 15 – 17 hours



THE MAKE IT REAL GAME: SUMMARY

Students develop enterprising qualities and characteristics by:

- taking on three inter-connecting roles:
  - individual work role
  - business partner role
  - citizen role
- working, choosing places to live, making lifestyle choices and creating their own towns and communities
- forming companies and designing business cards and company logos
- creating an advertising campaign
- learning about other cultures and simulating travelling around the world

THE REAL GAME SERIES: CONTACT

Enquiries in your region can be directed to:

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